

Two by Four Thinking

- Develops information processing; reasoning; analysis
- Use as an introduction or plenary activity

How

Two by Four Thinking is a two-criterion visual sorting tool.

Features stretch along a line between extremes: hot - cold; young - old; difficult - easy etc. Objects and ideas fit somewhere along these lines depending on their unique properties. Two scales used at the same time, at right angles to each other, make learners think carefully about placing things in 2D space. This deepens their understanding. Here's how (with an example and template below):

- ⇒ **Choose a learning objective**
To reflect on and improve leadership skills (in collaborative learning groups)
- ⇒ **Identify two concepts that change between extremes**
Risk Taker? (No - Yes); Team Player (No - Yes)
- ⇒ **Set up a Two by Four chart using these concepts and extremes**
See below
- ⇒ **Discuss then place examples in the correct place in the relevant quadrant**
See below

Extend for older / experienced thinkers

- Add a third related concept and go to 3D; add suitable gradations on each axis
- Select unrelated concepts and investigate; start with examples and deduce axes titles

Simplify for younger / emergent thinkers

- Use one scale; only place examples at either extreme or in the middle
- Lay out lines on the floor; stand in different places; walk the line whilst describing it

Apply

- **Maths (questions)** – *Ease* (easy - difficult) **WITH** *Stuck?* (leave it – give it effort)
- **Language (words)** – *Length* (short – long) **WITH** *Useful* (very – not at all)
- **Science (solids)** – *Dissolves* (quickly – not at all) **WITH** *Colour* (white – black)
- **Geography (settlement)** – *Size* (large – small) **WITH** *Tourist Attractions* (few – many)
- **History (events)** – *When* (1907 - 2007) **WITH** *Significance* (local – global)
- **Music (instruments)** – *Range of Notes* (few – many) **WITH** *Cost* (low – high)
- **Art (paintings)** – *Colours used* (one – many) **WITH** *Age* (1700 – 2007)
- **PE (sports)** – *Team size* (1 – 20) **WITH** *Equipment needed* (none – lots)
- **PHSE/RE (religions)** – *Followers* (few - many) **WITH** *Gods* (none – many)
- **DT (machines)** – *Moving parts* (none – many) **WITH** *Noise* (silent – deafening)
- **AfL (personal skills)** – *Level* (low – high) **WITH** *Potential to improve* (low – high)
- **MfL (leisure activities)** – *Weather* (horrible – nice) **WITH** *Who?* (alone – crowd)
- **Parents (family activity)** – *Cost* (High – Low) **WITH** *Fun* (Non – Lots)

- **Business**
 (leadership style) – *Team* (tell – ask) **WITH** *Vision* (none – totally clear)
 (markets) - *Size* (tiny – huge) **WITH** *Customer Spending potential* (low – high)
 (decisions) - *Cost* (low – high) **WITH** *Benefits* (low – high)

Notes & Ideas



